

MLB 06 THE SHOW



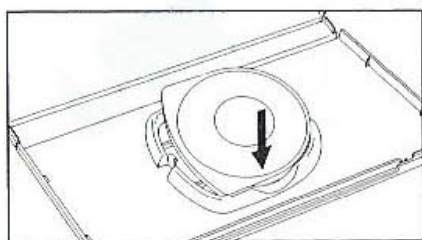
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP™ (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

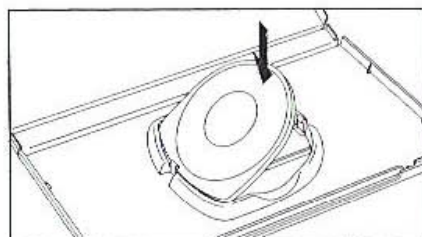
Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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MLB® 06 The Show Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

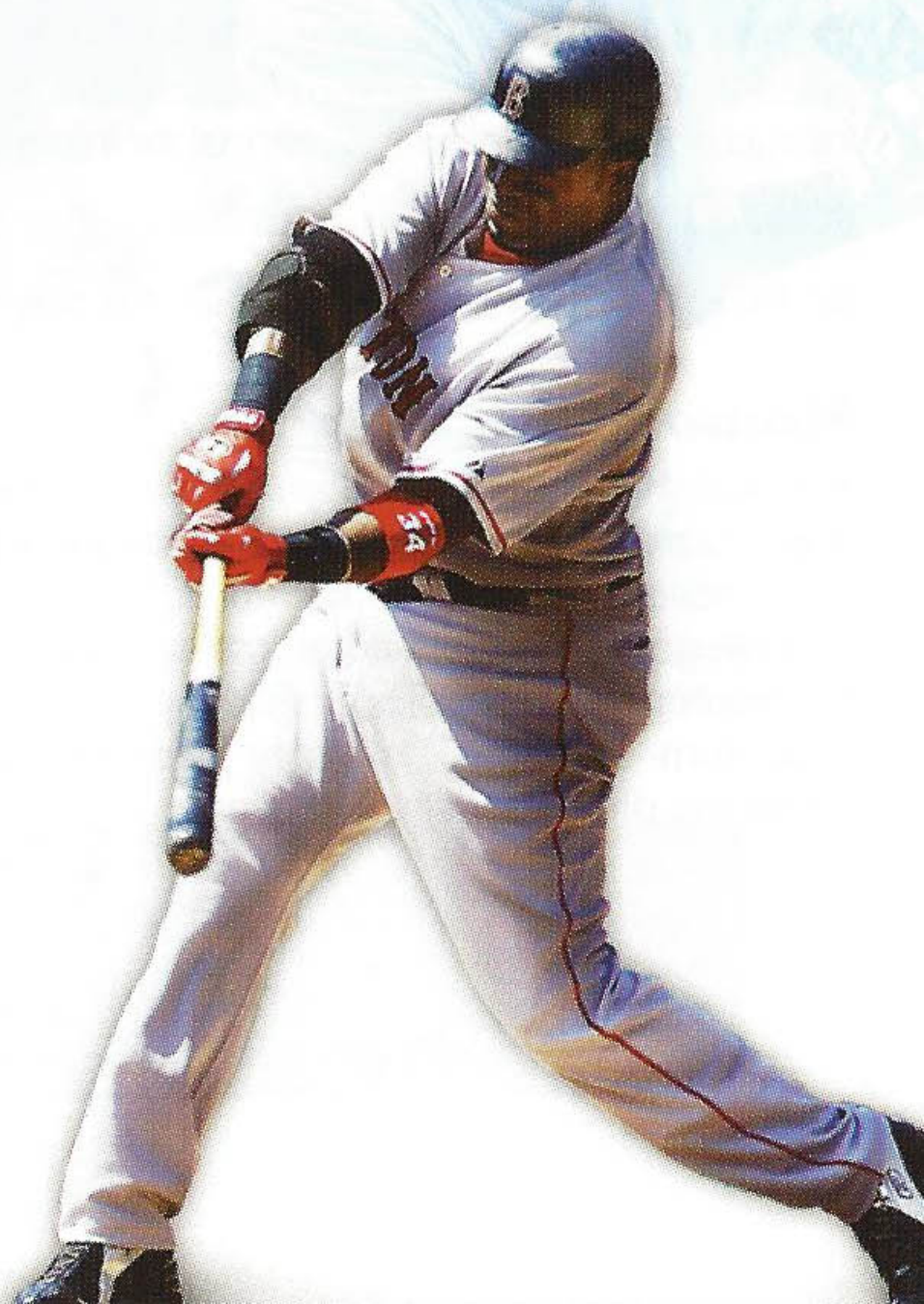
No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP™ and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

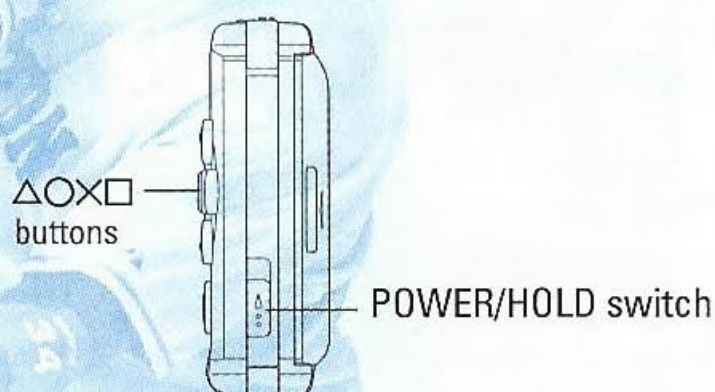
TABLE OF CONTENTS

Getting Started	2
Game Controls	4
Main Menu	8
Career Mode	12
Game Tips	15
Trips to The Mound	16
Hall of Fame Mode	18
Credits	21

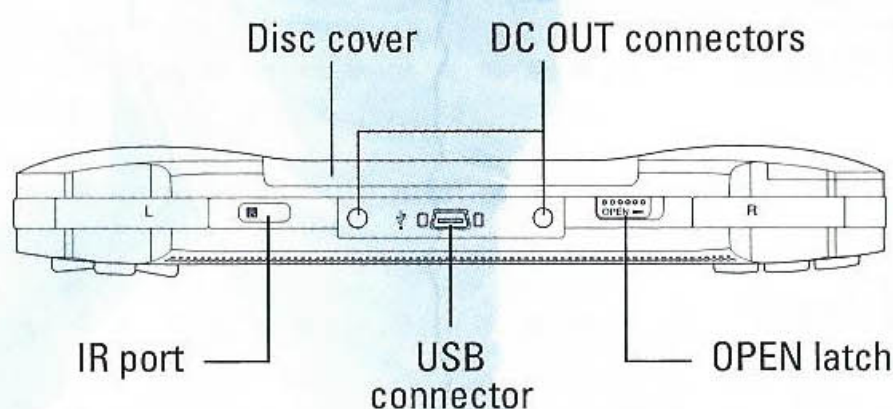


GETTING STARTED

Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. MLB 06 The Show disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press $\otimes$ of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

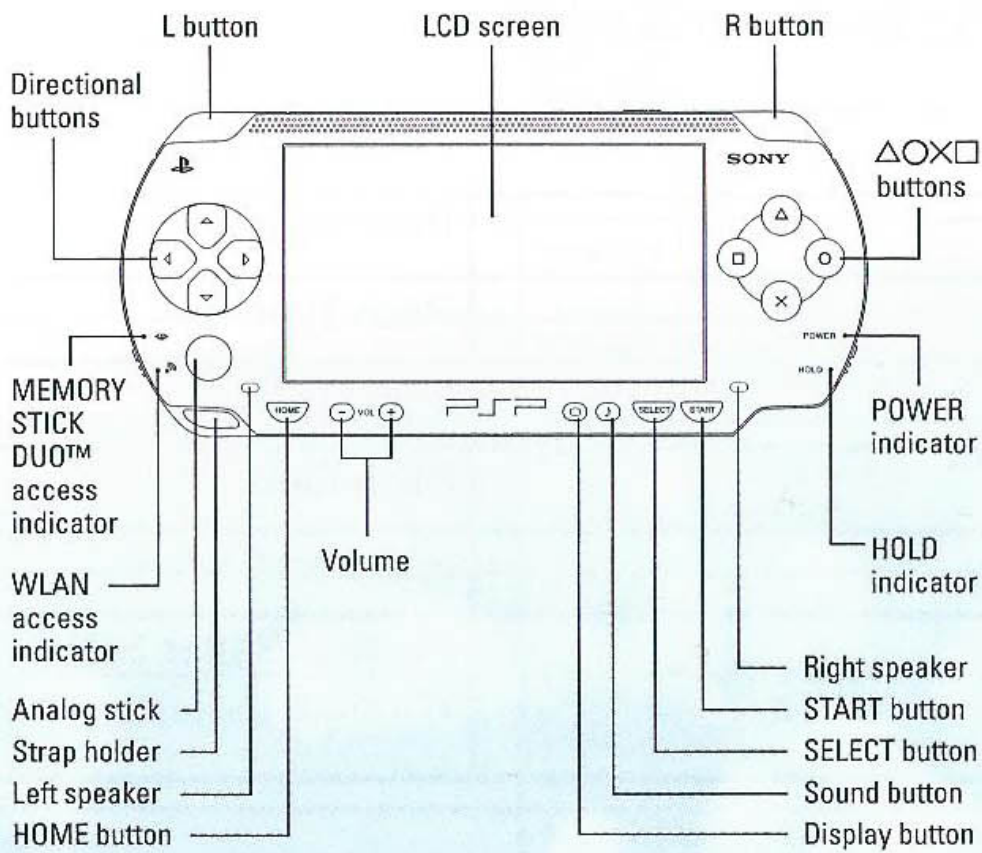
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) system configuration



MULTI PLAYER

Wireless (WLAN) Features

Software titles that support wireless functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN).

Note: Player responsible for wireless fees.

Ad Hoc Mode

Ad Hoc mode is a wireless feature that allows two or more individual PSP™ systems to communicate directly with each other.

Infrastructure Mode

Infrastructure mode is a wireless feature that allows the PSP™ system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Hint: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network information. They may be required when connecting to an access point or a router. This information is generally set in the access point or router using a PC.

GAME CONTROLS

PITCHING

Pitching before Set

⊗	Pitch Type 1
⊙	Pitch Type 2
△	Pitch Type 3
▣	Pitch Type 4
L + ⊗	Pitch Out
L + ⊙	Intentional Walk
SELECT	Pitcher/ Batter Status Window

Pitching after Set (after pitch selection)

⊙	Pickoff to 1st base
△	Pickoff to 2nd base
▣	Pickoff to 3rd base
⊗	Pitch
analog stick	Position ball in strike zone

BATTING

analog stick	Swing direction in zone (Veteran, All-Star and Hall of Fame modes)
⊗	Swing
Press and release ⊗	Check Swing
⊠	Power Swing (in all modes except Rookie)
⊙	Sacrifice Bunt
⊙ (at the last moment)	Drag Bunt
R (hold)	Pitch History
R + ⊗	Guess Pitch Type 1
R + ⊙	Guess Pitch Type 2
R + △	Guess Pitch Type 3
R + ⊠	Guess Pitch Type 4
R + analog stick	Guess pitch location (Veteran, All-Star and Hall of Fame modes)
△ + ↑	Try for fly ball
△ + ↓	Try for a ground ball
△ + →	Try to hit the ball to the right side.
△ + ←	Try to hit the ball to the left side.
	Pitcher/ Batter Status Window

BASE RUNNING

NOTE: In the table below, the term "base icon" refers to the  (1st base),  (2nd base),  (3rd base),  (Home) buttons on your controller.

Before the Pitch

L	All runners steal (auto steal)
L + base icon	Steal 2nd base, 3rd base, or Home (auto steal)
directional button ←	Lead off all
directional button ← + base icon	Lead off individual
directional button →	Return all
directional button → + base icon	Return individual

After the Pitch

L	Advance all runners
L + base icon	Advance individual runner
R	Return all
R + base icon	Return individual runners
base icon + directional button	Advance multiple bases

FIELDING

Defensive Fielder without Ball

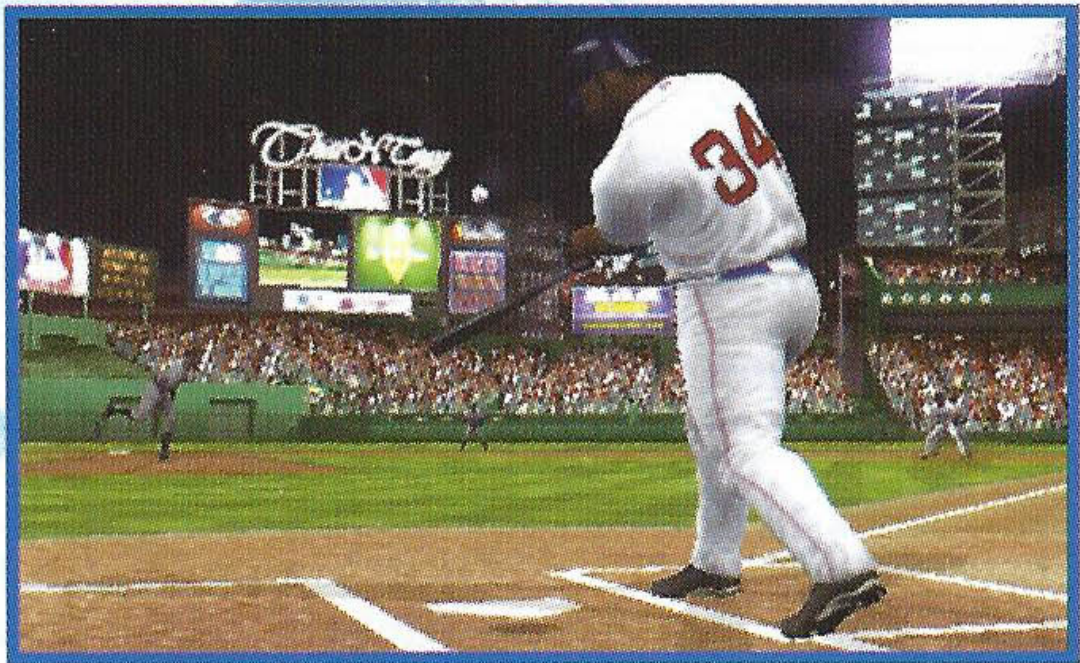
analog stick/ directional button ↑, ↓ ←, →	Player movement
	Switch to closest player
	Jump
	Dive

Defensive Fielder with Ball

analog stick/ directional button ↑, ↓ ←, →	Player movement
	Throw to 1st base
	Throw to 2nd base
	Throw to 3rd base
	Throw to Home
	Throw to relay man

NOTE: Press  at any time during the game to pause and bring up the Pause Menu.

MLB 06 THE SHOW



MLB 06 The Show pitches and deals with the complete portable package where you can play your whole career on the road with an all-new Career Mode, sign on for a multi-year deal with an all-new Season Mode that tracks multiple seasons, and follow the action with unparalleled comprehensive and progressive commentary from a new 3-man booth that introduces Rex Hudler to Matt Vasgersian and Dave Campbell.

MAIN MENU

On the main menu, you are able to select from the following choices.

- Game ModesChoose from Exhibition, Career,Season, Home Run Derby or King of the Diamond
- Quick GameA quick game between two quality opponents. The default is the 2005 World Series Matchup, but you can change it just like an Exhibition game
- OnlineHead out to compete against players from around the country
- OptionsTweak how the game plays

Creating A Network Connection

Note: If you have already created a valid network connection using the PSP™ system software, skip this section and review the remaining sections.

Before you can play MLB 06 The Show online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP system software menu under Settings.

Online Infrastructure

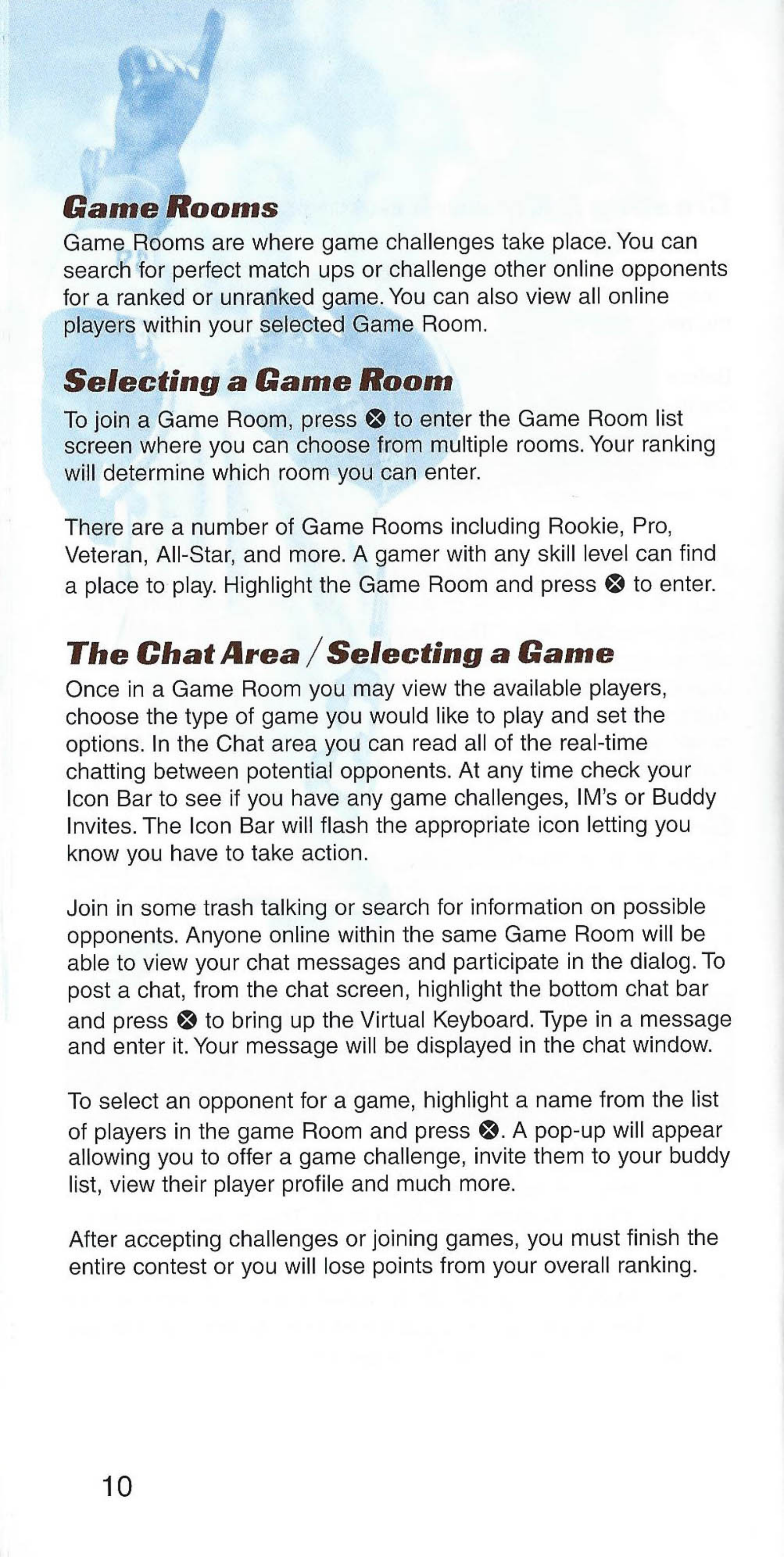
MLB 06 The Show Online enables you to play games with other users over the Internet. There are a number of game options to choose from, including exhibition game challenges, King of the Diamond challenges, Buddy List and MLB.com Headline News. You can even send out private messages via Instant Messaging to coordinate start times for games. To go online, select ONLINE from the Main Menu and press S.

Create an Account

To play MLB 06 The Show online, you will need to create an account and choose a unique screen name and password. You can save up to six accounts, including password with the MLB Account Manager.

NOTE: You must agree to the terms of the End User License Agreement to connect to MLB 06 The Show online. You do not need to create a new account if you already have created an account via an online sports title.

In the Online Lobby, you can navigate your way through the entire online process. It allows you to create games, Instant Message, check out Leaderboards, and much more. This screen also shows your user profile, which lists your online information such as User Name, Rank, My Team (a team such as the Chicago White Sox) and User Statistics (e.g. record). Included in the user profile is your Rank. It keeps track of your combined stats to show where you rank among all MLB 06 The Show gamers.



Game Rooms

Game Rooms are where game challenges take place. You can search for perfect match ups or challenge other online opponents for a ranked or unranked game. You can also view all online players within your selected Game Room.

Selecting a Game Room

To join a Game Room, press **X** to enter the Game Room list screen where you can choose from multiple rooms. Your ranking will determine which room you can enter.

There are a number of Game Rooms including Rookie, Pro, Veteran, All-Star, and more. A gamer with any skill level can find a place to play. Highlight the Game Room and press **X** to enter.

The Chat Area / Selecting a Game

Once in a Game Room you may view the available players, choose the type of game you would like to play and set the options. In the Chat area you can read all of the real-time chatting between potential opponents. At any time check your Icon Bar to see if you have any game challenges, IM's or Buddy Invites. The Icon Bar will flash the appropriate icon letting you know you have to take action.

Join in some trash talking or search for information on possible opponents. Anyone online within the same Game Room will be able to view your chat messages and participate in the dialog. To post a chat, from the chat screen, highlight the bottom chat bar and press **X** to bring up the Virtual Keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the game Room and press **X**. A pop-up will appear allowing you to offer a game challenge, invite them to your buddy list, view their player profile and much more.

After accepting challenges or joining games, you must finish the entire contest or you will lose points from your overall ranking.

Leaderboards

Real-time Leaderboards show your ranking among all MLB 06 The Show gamers. Each user ranking will be listed by point total and provide details of team statistics. The Affiliation Leaderboards option shows all user stats with the same team affiliations.

MLB Live Rosters

You will be able to download Live Roster updates for regular and online play. Live rosters represent the current rosters of MLB teams including all player moves. When you go online, you will be prompted to download updated rosters and save them to your Memory Stick Duo. If you do not download the latest rosters you will play with the default rosters from the beginning of the season. To play other online users that have downloaded the latest rosters, you must also download Live Rosters. You can also go to the Home / Welcome screen to download the latest rosters using the Rosters Option.

My Profile

At any time you can change the profile of your account or change your team affiliation.

www.mlb06theshow.com

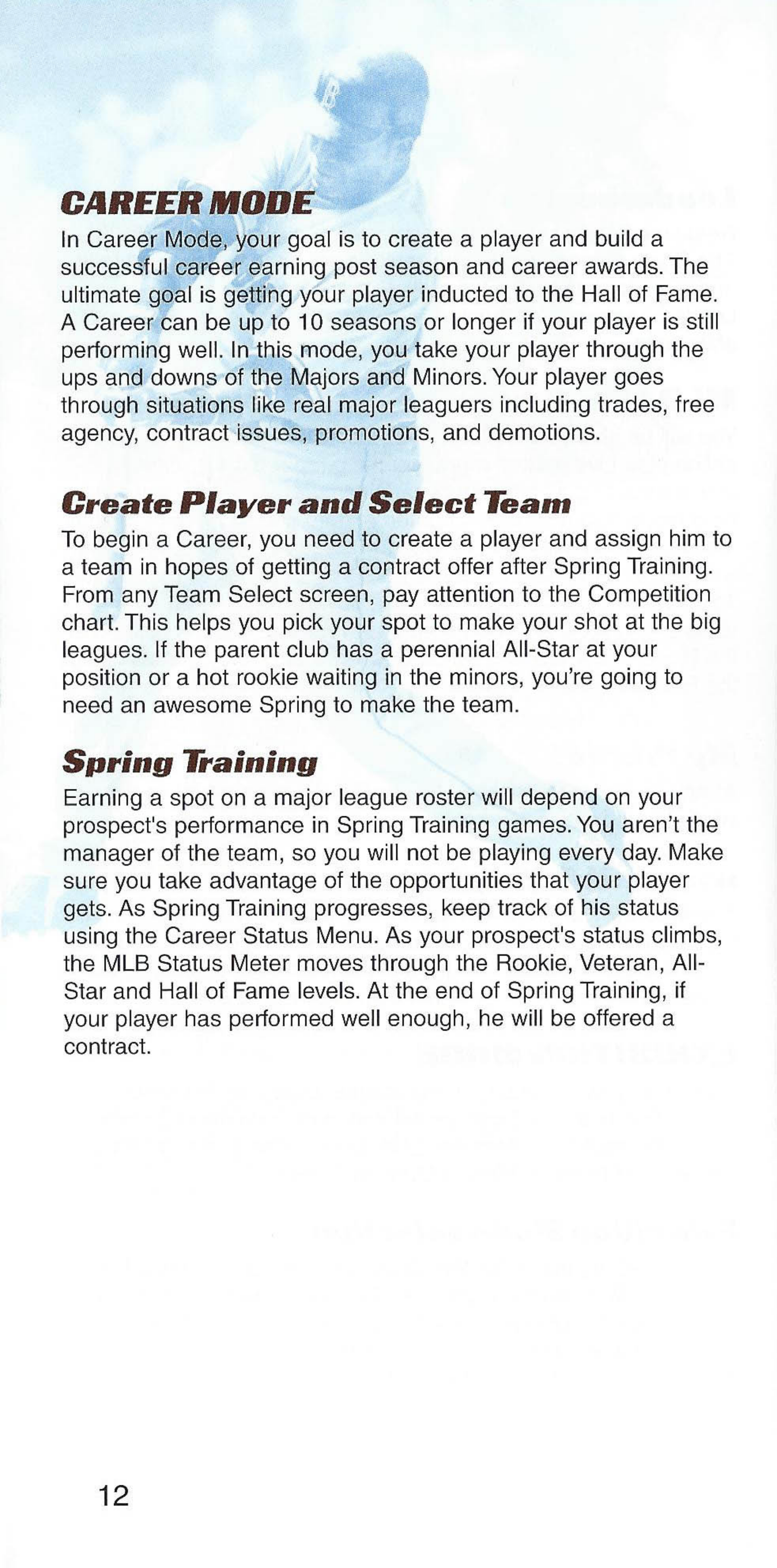
The MLB 06 The Show website allows you to access the MLB 06 Online community features from your computer. Log on to www.mlb06theshow.com from the web and check out the top players online. You can even send and receive user mail.

EXHIBITION MODE

Choose any two teams from the league to play an Exhibition Game. This is a one-game format and stats from these games cannot be saved to a Memory Stick Duo unless a user profile is loaded prior to the Exhibition Mode selection.

Exhibition Mode selection

When selecting teams for the game, you are able to select from this year's MLB teams and the All-Star teams. Beneath the team logo are team rankings that will help you analyze the teams you choose. The team options include changing your game settings, selecting your starting pitcher, setting your batting order, and choosing the stadium for the game.



CAREER MODE

In Career Mode, your goal is to create a player and build a successful career earning post season and career awards. The ultimate goal is getting your player inducted to the Hall of Fame. A Career can be up to 10 seasons or longer if your player is still performing well. In this mode, you take your player through the ups and downs of the Majors and Minors. Your player goes through situations like real major leaguers including trades, free agency, contract issues, promotions, and demotions.

Create Player and Select Team

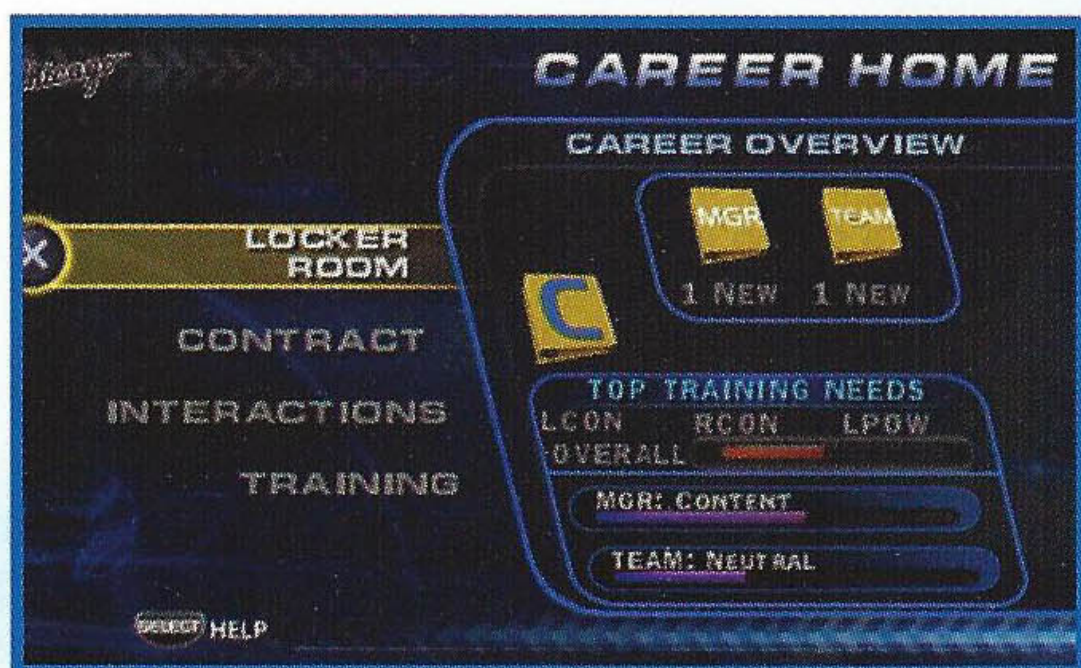
To begin a Career, you need to create a player and assign him to a team in hopes of getting a contract offer after Spring Training. From any Team Select screen, pay attention to the Competition chart. This helps you pick your spot to make your shot at the big leagues. If the parent club has a perennial All-Star at your position or a hot rookie waiting in the minors, you're going to need an awesome Spring to make the team.

Spring Training

Earning a spot on a major league roster will depend on your prospect's performance in Spring Training games. You aren't the manager of the team, so you will not be playing every day. Make sure you take advantage of the opportunities that your player gets. As Spring Training progresses, keep track of his status using the Career Status Menu. As your prospect's status climbs, the MLB Status Meter moves through the Rookie, Veteran, All-Star and Hall of Fame levels. At the end of Spring Training, if your player has performed well enough, he will be offered a contract.

Career Home

From the Career Home sub menu, you can manage your player's career. From here, visit the Locker Room, check on your contract, train, and interact with the other players and manager in the clubhouse. Take care on how you interact. Remember you are trying to make the big club, being a malcontent in Spring Training will not earn you any bonus points.



TRADE CENTRAL

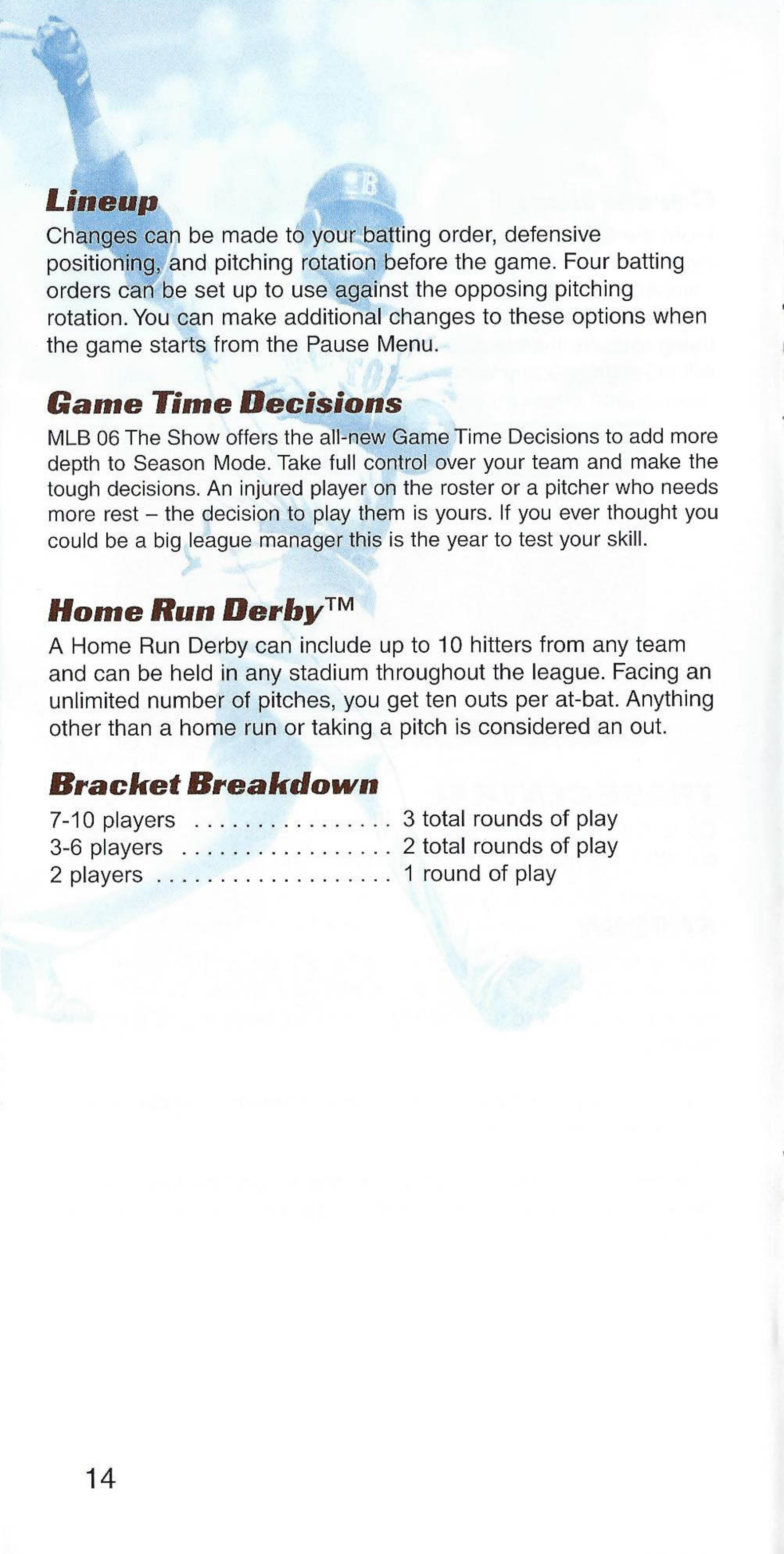
Go to Trade Central to see who is on the trading block or check out other interesting tidbits circulating in the Rumor Mill.

SEASON

During seasons, you play an entire 14, 29, 82, or 162-game season with the same team. If you win your division or finish as the league wild-card team at the end of the season you qualify for the playoffs.

Once you select to play a game on the schedule, you can play the game or simulate it.

From the Season Menu you can use the Around the League menu to view the league's standings, statistics, roundup, leaders, and accolades.



Lineup

Changes can be made to your batting order, defensive positioning, and pitching rotation before the game. Four batting orders can be set up to use against the opposing pitching rotation. You can make additional changes to these options when the game starts from the Pause Menu.

Game Time Decisions

MLB 06 The Show offers the all-new Game Time Decisions to add more depth to Season Mode. Take full control over your team and make the tough decisions. An injured player on the roster or a pitcher who needs more rest – the decision to play them is yours. If you ever thought you could be a big league manager this is the year to test your skill.

Home Run Derby™

A Home Run Derby can include up to 10 hitters from any team and can be held in any stadium throughout the league. Facing an unlimited number of pitches, you get ten outs per at-bat. Anything other than a home run or taking a pitch is considered an out.

Bracket Breakdown

7-10 players		3 total rounds of play
3-6 players		2 total rounds of play
2 players		1 round of play

King of the Diamond

King of the Diamond is a fun mini-game where you try to rack up as many runs as you can. Unlike Home Run Derby that only scores runs on the long ball, you can hit singles, doubles, triples, and home runs - as well as fly outs, ground outs, and double plays. Score more runs than your opponent in a user selectable number of innings. Ladder Mode is a multi-tiered competition that takes the user through all four difficulty levels of gameplay while also facing tougher opponents as the user progresses through the tiers. Quick Play is a single round competition against one opponent.

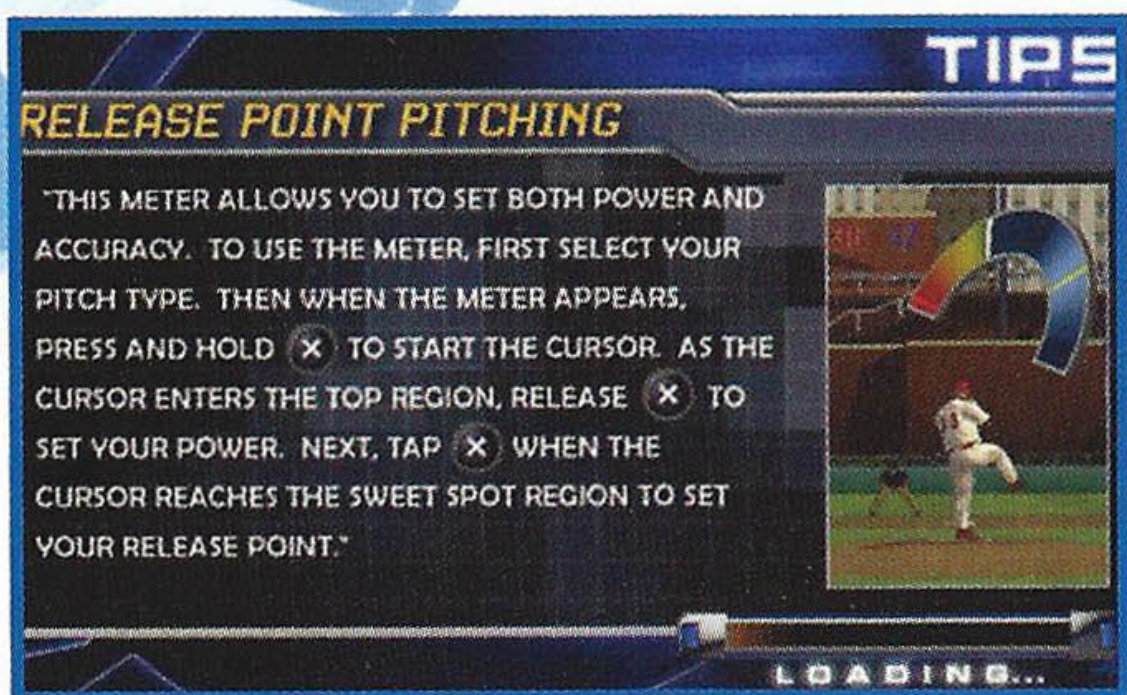


GAME TIPS

Need a little help? MLB 06 The Show has got you covered with in game tips via the Options Menu. They provide detailed explanations of how to best use the game controls for pitching, batting, base running, and fielding. Follow these tips to elevate your game to playoff caliber.

Pitching Tips

Meter Vs Classic Pitching



MLB 06 The Show features two different pitching interfaces. In Classic Mode, you select the pitch type and location then the velocity. Velocity is determined by tapping S repeatedly to generate more speed. Meter pitching allows a greater amount of control over your pitches. Once you've selected the pitch and location the meter appears on screen. Press and hold **X** to start the meter cursor. When the cursor reaches the power zone (the green / yellow / red area), release **X** to set your power. Watch the meter and press the **X** button again when it reaches the light blue area. This determines your release point. Get closer to the "sweet spot" (yellow line) to better your control and accuracy.

Pitcher Confidence

Sometimes the difference between a strike out and a home run comes down to pitcher's confidence. When a pitcher is in the zone and dominating the opposing hitters, the "sweet spot" gets larger. This makes it easier for you to hit your mark and to mow the hitters down. If your pitcher is getting roughed up, the "sweet spot" gets smaller.

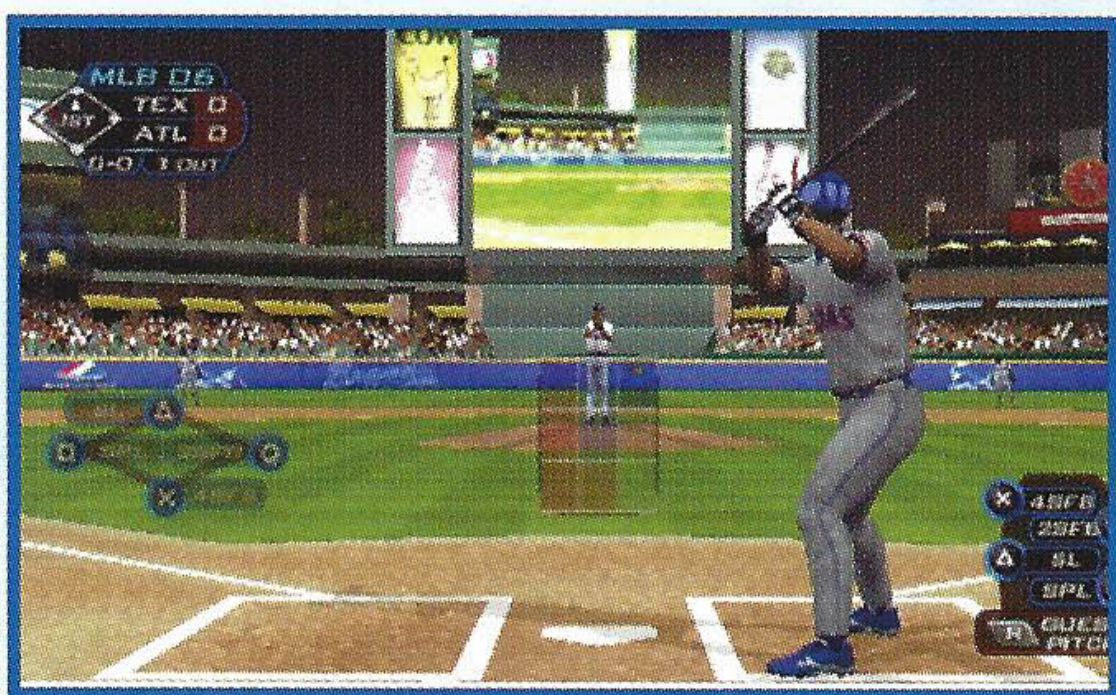
TRIPS TO THE MOUND

A trip to the mound can help a struggling pitcher regain his confidence. To visit the mound, press **START** to pause the game and select Mound Visit from the Pause Menu.

Batting Tips

Guessing Pitch Types

You hear it all the time, after hitting a home run professional ball players always talk about how they were "sitting on a fastball" or they got their pitch. In MLB 06, you can guess what kind of pitch is coming via the Pitch type menu. Hold **R** to bring up the menu, then press the pitch you're guessing by pressing **X**, **□**, **△**, **○** to guess a pitch. This will help you judge your timing and really turn on the ball.

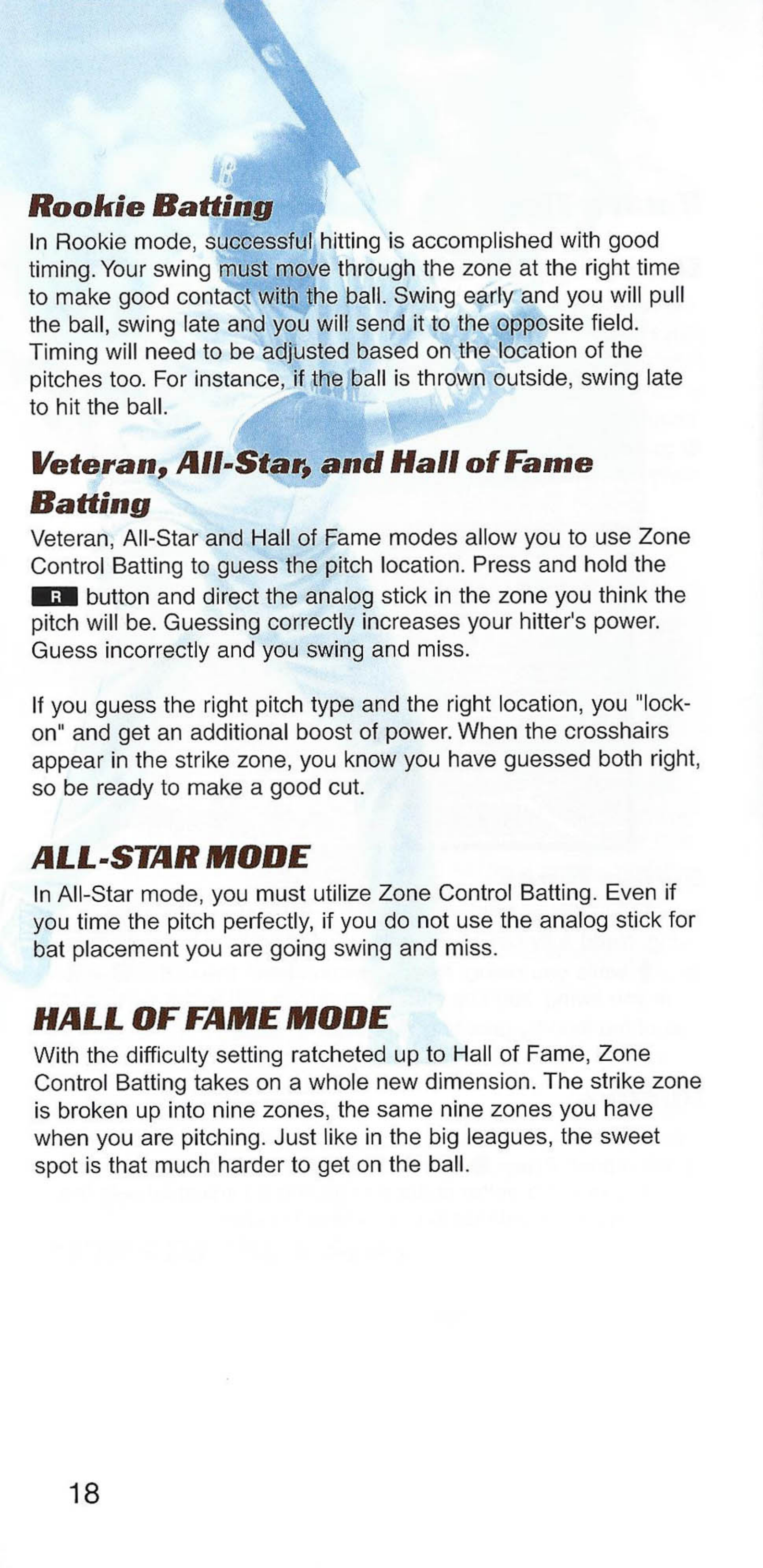


Swing Types -

With Total Control Batting, you have complete control of your swing. Need a fly ball to bring the runner on third home? Press **△** + **↑** while you swing. Need a ground ball? Press the **△** + **↓** while you swing. You can also try to hit the ball to the right or left side of the field by pressing **△** + **R** or **L**.

Bunting

Press **○** at any time during the pitcher's windup to perform a sacrifice bunt. Press **○** at the last possible moment to try a drag bunt. You've got a better chance of getting an infield hit with the drag bunt as the defense has little time to react.



Rookie Batting

In Rookie mode, successful hitting is accomplished with good timing. Your swing must move through the zone at the right time to make good contact with the ball. Swing early and you will pull the ball, swing late and you will send it to the opposite field. Timing will need to be adjusted based on the location of the pitches too. For instance, if the ball is thrown outside, swing late to hit the ball.

Veteran, All-Star, and Hall of Fame Batting

Veteran, All-Star and Hall of Fame modes allow you to use Zone Control Batting to guess the pitch location. Press and hold the **R** button and direct the analog stick in the zone you think the pitch will be. Guessing correctly increases your hitter's power. Guess incorrectly and you swing and miss.

If you guess the right pitch type and the right location, you "lock-on" and get an additional boost of power. When the crosshairs appear in the strike zone, you know you have guessed both right, so be ready to make a good cut.

ALL-STAR MODE

In All-Star mode, you must utilize Zone Control Batting. Even if you time the pitch perfectly, if you do not use the analog stick for bat placement you are going swing and miss.

HALL OF FAME MODE

With the difficulty setting ratcheted up to Hall of Fame, Zone Control Batting takes on a whole new dimension. The strike zone is broken up into nine zones, the same nine zones you have when you are pitching. Just like in the big leagues, the sweet spot is that much harder to get on the ball.

Base Running Tips

Advancing Runners

Total Control Base Running gives you the ability to strategically move your runners on the bases. Press the base icon that corresponds to your runner, then press **L** to advance that runner or **R** to have the runner return. You can also use Total Control Base Running to advance the runner multiple bases. Say you have a runner on first and your hitter hits a rocket down the line that's going for extra bases in the corner. Press **△** to activate your runner on first, then press the **↑** / **←** / or directional button to determine his destination. **↑** is second base, **←** is third base, and **↓** is home.

Fielding Tips

Fielding Marker

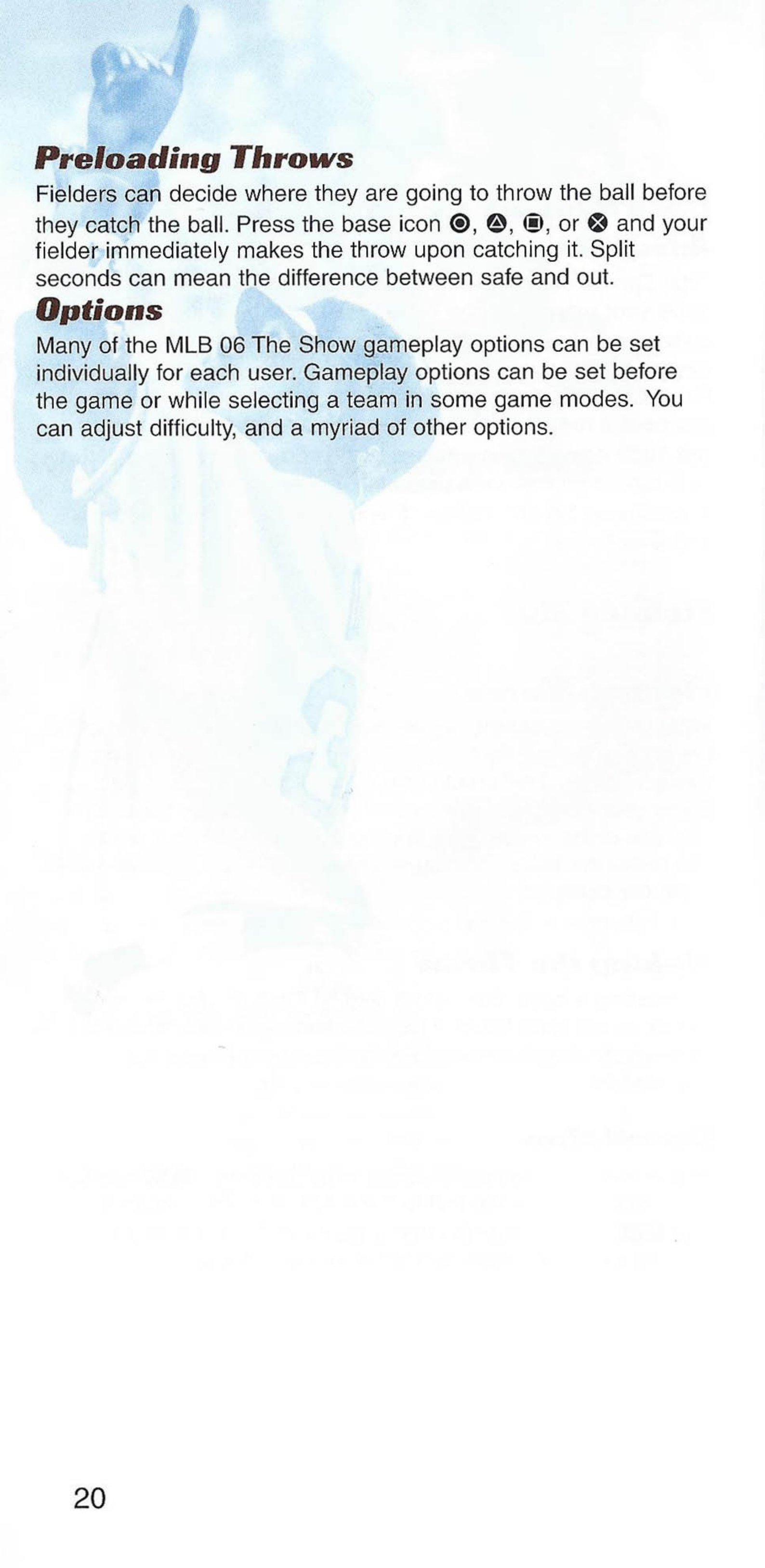
When a ball is hit in the air, you can position your fielder to catch the ball using the Play Maker Fielding Marker. As the ball travels through the air, the Fielding Marker will appear on the field. Camp your fielder into the on field indicator to make the catch. The size of the indicator depends on the ability of your fielder. The better the fielder, the bigger the area you can be in and still make the catch.

Making the Throw

By pressing a base icon before fielding the ball, your fielder comes up throwing faster. This can often mean the difference between gunning a runner down or the runner advancing successfully.

Cut-off Man

To gun down the runners in single relay situations, **L** needs to be pressed to throw the ball to the cutoff man. The longer you hold **L**, the stronger the throw. Be careful not to hold it too long, as too much power can result in a wild throw.



Preloading Throws

Fielders can decide where they are going to throw the ball before they catch the ball. Press the base icon ●, ▲, ■, or ⊗ and your fielder immediately makes the throw upon catching it. Split seconds can mean the difference between safe and out.

Options

Many of the MLB 06 The Show gameplay options can be set individually for each user. Gameplay options can be set before the game or while selecting a team in some game modes. You can adjust difficulty, and a myriad of other options.

About PSP™ (PlayStation®Portable) Updates

Notice from Sony Computer Entertainment Inc.

This UMD™ includes PSP™ (PlayStation®Portable) update data. An update is required when a screen prompting you to update is displayed at game start-up.

Performing PSP™ update

The update data is displayed with the icon shown below on the PSP™ system's home menu. By following the on-screen instructions, you can update the PSP system software. Before performing the update, check the version number of the update data.



- During an update, do not remove the AC adaptor.
- During an update, do not turn off the power or remove the UMD™.

If an update is canceled before completion, it may cause damage to the system.

Checking that the update was successful

Select "Settings" from the home menu, and then under "System Settings" select and display "System Information". If "System Software" shows the version number of the update data, the update was successful.

For details on system software updates for the PSP™ (PlayStation®Portable) system, refer to the following Website: www.us.playstation.com/psp

Sony Computer Entertainment America, Consumer Services

URL: www.us.playstation.com/psp

Tel: 1-800-345-7669

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